

K O N A M I

Konami®

V I D E O G A M E

C A R T R I D G E

POOPY

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TM



GAME CONCEPT

One day, in the middle of a forest, a group of fierce Wolves attacked the House where a Mother Pig (Mama) and her little Piglets (Pooyans) were living together peacefully. To protect her Pooyans, Mama fought back using arrows and bait, but despite all her efforts, some of the Pooyans were kidnapped. Full of hate for the Wolves, Mama bravely seeks out the Wolves' Lair to rescue her Pooyans. Will she succeed in overcoming the Wolves and bringing her Pooyans back home?

BEFORE STARTING

Control Lever

- I. Using the control lever
 - 1) For a solo game, use the left-hand control lever only. When playing with a partner, Player 1 uses the left-hand lever and Player 2 the right.
 - 2) Start the game by pressing the red button on the control lever.
 - 3) When playing with a partner, players take turns starting with the player on the left.
 - 4) You cannot begin the game from the player on the right.
 - 5) Move the Mother Pig by pushing the control lever up or down.
 - 6) When playing with a partner, the player on the left has a white pig, and the player on the right a red one.
 - 7) Press the red button to shoot arrows and bait from the Mother Pig.



Use Joystick
Controllers

Game Selection

- II. Using the game select switch to choose your game.
 - 1) The game number is displayed in the center of the upper part of the screen.
 - 2) You can select a solo or partner game, and vary the degree of difficulty.
 - 3) If you press the game select button during the course of a game, the play will return to the 'ready' state, and you can select a new game.

Game No.	No. of Players	Speed of wolves' stones	Trajectory of wolves' stones
1	1	Slow	Horizontal or Parabolic
2	2		
3	1		Parabolic
4	2		
5	1	Fast	Horizontal or Parabolic
6	2		
7	1		Parabolic
8	2		

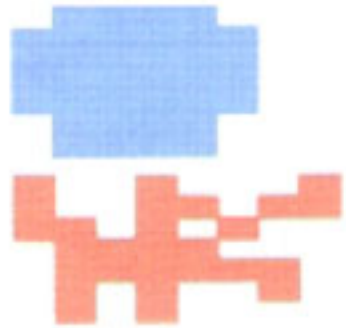
The difficulty of the game depends on the speed of the wolves' stones and their trajectory.

Resetting the Game

- III. Using the reset switch to reset a game during play.
- 1) If you press the reset button during the course of a game, the same game will start again from the beginning.
 - 2) You can use the reset switch even when not playing.

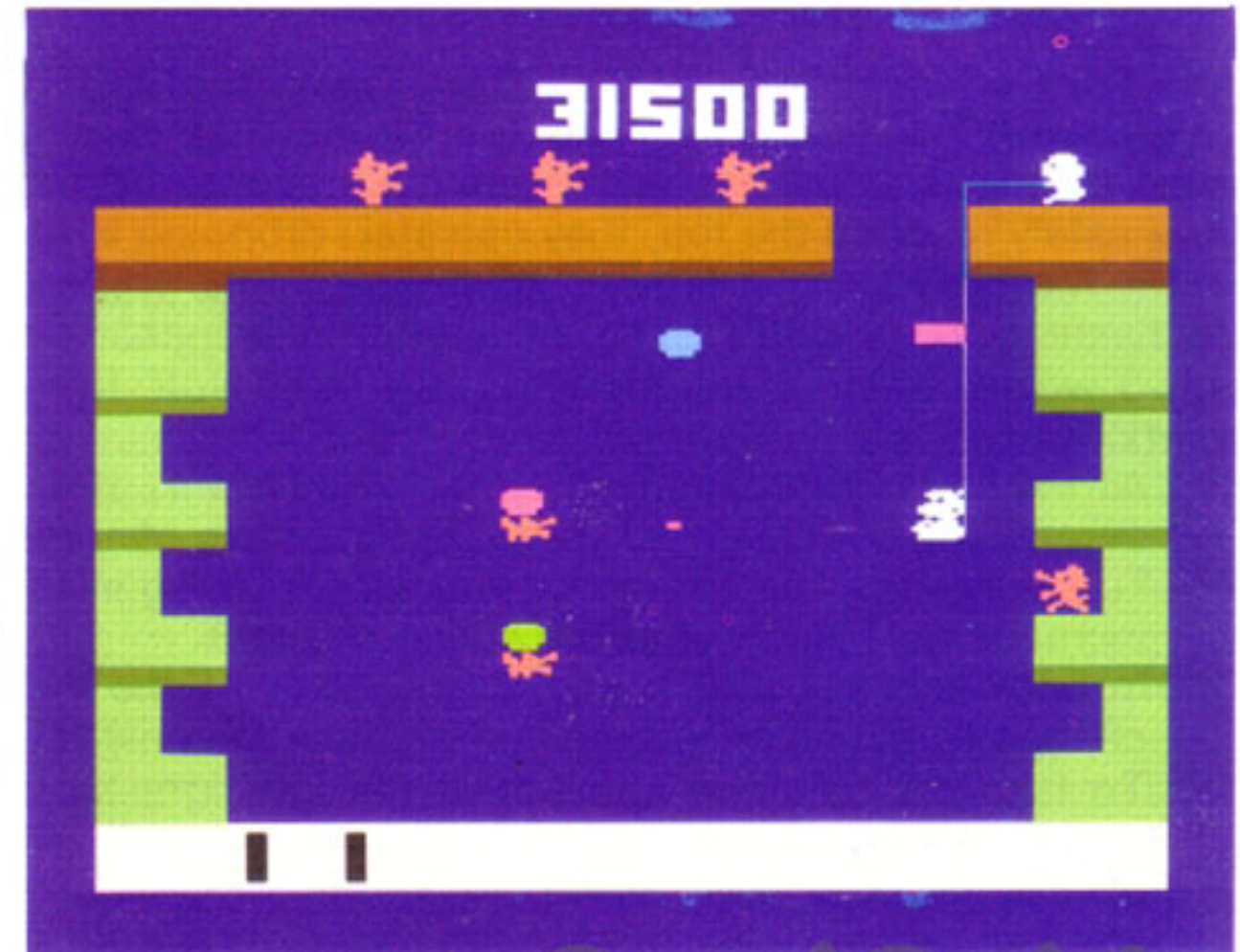
Game Sequence

- IV. There are two scenes (1 and 2) in this game, and they follow on from each other alternately as soon as one scene has been completed. The scene number is displayed in the center of the upper part of the screen while the START melody is being played.

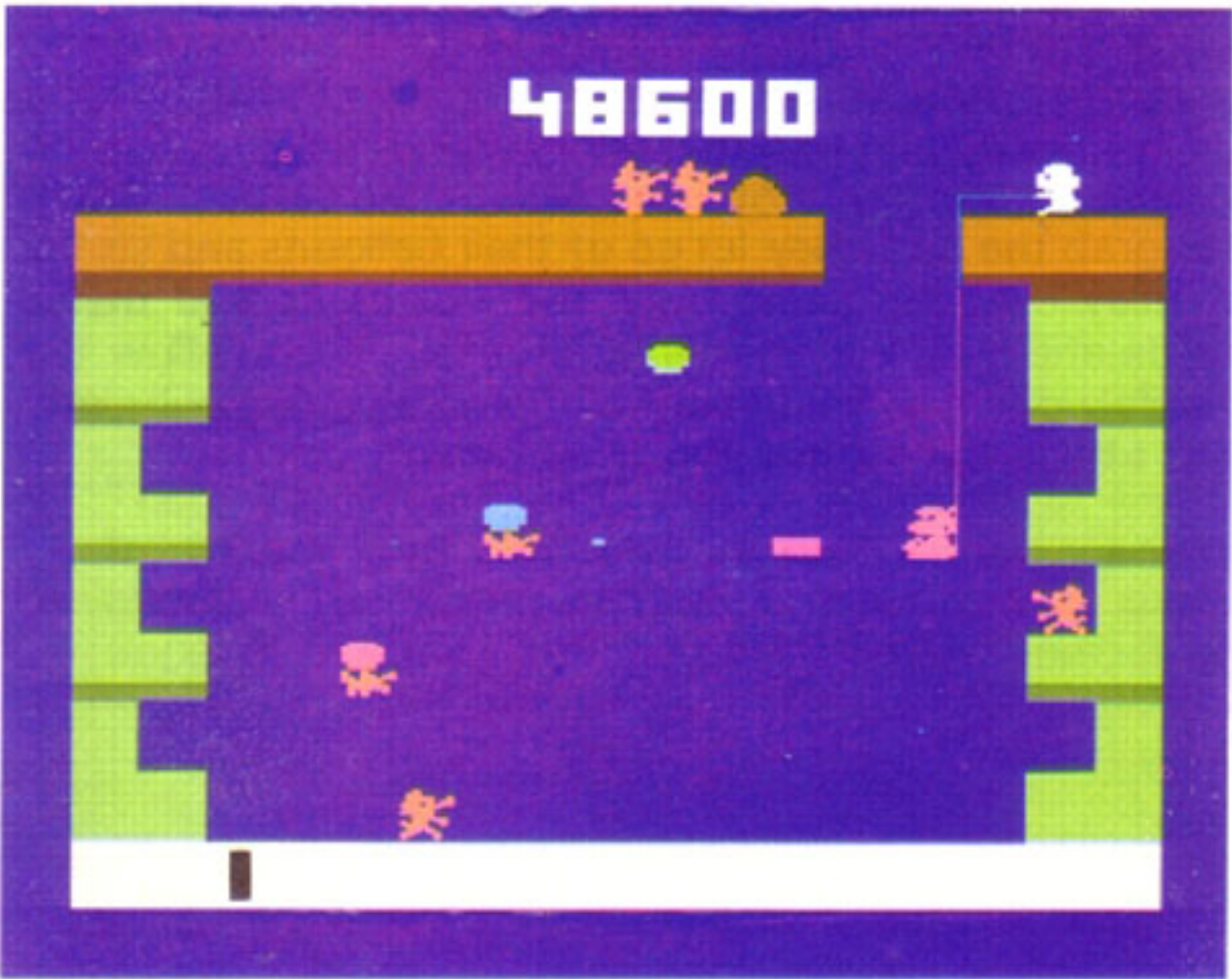


SCENE 1 (THE PIGS' HOUSE)

Moving the Mother Pig (Mama) up and down using the control lever, try to burst the wolves' balloons with arrows as they come floating down into the valley. You can also make the wolves fall by throwing the bait that appears at the top right-hand side of the valley. When the wolves try to grab the bait, they let go of their balloons and so fall down into the valley. At the same time, the wolves defend themselves with shields and attack by throwing stones. If you allow the wolves to float safely down to the bottom of the valley, they will climb up the steps and attack the Mother Pig from behind.



SCENE 2 (WOLF VALLEY)



In this scene, the wolves float up from the bottom of the valley (Wolf Valley) with their balloons, and the Mother Pig tries to stop them using arrows and bait as in the previous scene. When six wolves have safely reached the top, they can start dropping large rocks down on the Mother Pig. To prevent them doing this, you must get rid of the flashing 'boss wolf'. The 'boss wolf' will appear when there are only 5 wolves left. If you fail to get the boss wolf, five more wolves will float up.

- 1) At the start 30 wolves will appear in scene 1, after which it will automatically change to scene 2 regardless of the score.
- 2) Following this, the number of wolves appearing in each scene will increase by 1 each time the scene changes.
- 3) In both scene 1 and scene 2, the color of the valley floor will change from yellow to green when there are only five wolves left.
- 4) To take the bait that appears at the top right-hand side of the valley, first move the Mother Pig up to the level of the bait, release the lever and then push it upwards once more. When she has got the bait, the Mother Pig turns red.

MISTAKES

- V. The following are mistakes, and you lose one Mother Pig:
- If the Mother Pig is hit by one of the wolves' stones.
 - If the Mother Pig is eaten from behind by a wolf.
 - If the Mother Pig has a rock dropped on her from above.

SCORING

- VI. If you hit a balloon/wolf/stone with an arrow or the bait you score the following points:

	Hit with an arrow	Hit with bait
Balloon only	5 points	
Wolf holding balloon	20 points	80 points
Stone thrown by wolf	10 points	10 points

- 1) When throwing the bait, it is possible to hit more than one wolf/stone at the same time. However the bait will bounce off the balloons.
- 2) The score will be displayed up to a maximum of 999,995 points.

END OF THE GAME

- VII. Each player has 3 Mother Pigs at the start of the game. When you score more than 5,000 points, you get an extra one, but the display can only show up to 4 pigs.

REPLAY

- VIII. When you want to play the game again, first check the game number and then press the red button on the control lever or use the reset buton.

